

VOL 3 - ISSUE 6 THE ATARI FEDERATION
13 JULY 1987

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DON'T FORGET!

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|                                     |
|                                     |
|          ATARI FEDERATION          |
|                                     |
|          JULY MEETING DATE         |
|                                     |
|          13th JULY @ 7:00PM         |
|                                     |
|          MARK YOUR CALENDAR        |
|                                     |
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MEETINGS:

Meetings are held on the first Monday of each month at 7 p.m. in the VAFB Federal Credit Union, Vandenberg Village, California.

MEMBERSHIP:

Membership in The Atari Federation is open to all persons interested in the Atari personal computer. Dues are \$10.00 per calendar year (\$15.00 per family) and are collected on the member's anniversary date. Membership includes a subscription to this newsletter and access to The Federation's library of public domain software.

TABLE OF CONTENTS

Page 1.....President's Column, Programming
Page 3.....Secretary's Report
Page 5.....Library News, Hackers Challenge
Page 6.....Dues Due?, Demo, Tele Sig
Page 7.....Sysops Corner
Page 8.....A-T-A-R-I

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PRESIDENT'S COLUMN

by: Shirl A. Dellinger

Hello members! I know that I have said this before, but I have never meant it as much: If you missed last month's meeting - you really missed out on some great things, (see Secretaries Report). But if you miss out on the upcoming meeting's - well, all I can say is your missing out on the Atari Federation at it's best!! Be sure to read Paul Alhart's article for some really exciting HQT news...

Now if you were at the last meeting and if you read Paul's article your getting excited about our "Federation Hacker's Challenge Disk", well I have been working very hard on getting some really great prizes for just this event. Now we could have given the winner one prize, but NOOOOOO, we had to go one step farther! No its not two prizes or even three prizes, as of this writing we have five prizes and they are worth \$50.00!!! Not bad - right!? Well, I can't tell you about them now, if you want to know about these prizes, your going to have to come to the July meeting, as thats the only place your going to get the complete list of prizes. Plus its the only place your going to be able to get this super disk! Speaking of great disks, wait until you see the Aug. & Sept. disk of the month - GREAT STUFF!

For those of you that were not at the last meeting, we are going to be taking nomination for officers in September. I know what your thinking - lots of time! Well its never too early to think about who you want to be your officers. So if you have someone in mind, that you think would be good for the club, keep his/her name in the back of your mind, and be sure to be at the September meeting. We will have some officers that won't be running next year, so there will be some slots to fill.

For those of you that normally come to the meetings early, take note that we will be having an officers meeting before the General meeting. So you won't be able to get in until its over. The officers are asked not to forget their reports that are due, and everyone is asked to remember that the meeting this month has been moved to the 13th of July, (due to the 4th holiday). Mark your calendar so you don't forget and show up on the wrong night....

Let me take this time to welcome all of our new members to the Federation. We have picked up quite a few members out of this area, and out of the country! Which I find really exciting, its a good feeling to have members all over the world. For those out of area members, we have been keeping our local members up to date on who you are and where your from. As a matter of fact we are trying to set up a system that the Air Force uses and seems to work quite well -

Sponsors! We are now looking for a local member to sponsor an out of area member. Sort of to be their direct connection to the Federation. These sponsors would be the one you would write to for disk orders, help, information, and problems you might be having with your system. If there are any members out there that would enjoy writing to an Atari user out of the country, that happens to be a member of the Federation, please see that I get your name so that I can set you up with another member. It could be alot of fun, and you both might learn something about your systems you didn't know!?

We should have tickets for sale at the July meeting for the ACENET All Atari Computer Faire, Sept. 19th & 20th. Since we are a member of the ACENET family we will need people to work at the faire either or both days, (we are working on getting a mini-van for the trip both days.) I will need to get a list of people that can work the faire, those people that do want to work the faire will gain entrance to the faire FREE! They are planning on having at least 263 companies, all of which carry Atari products. Plus Atari Corp. and GENIE will be there. This will be your chance to ask questions of the companies that make the software/hardware that you use or that you want to purchase. Speaking of which, this would be a great time to pick up that item that you wanted for your system, Christmas is only around the corner. There will be door-prizes, and at the end of this event they will be drawing for a FREE ST SYSTEM!! As you can guess it takes alot of work to set up an event such as this, and we have the easy job, all we have to do is show up, (in force) to help out during the faire. So check your calendar now to set those two days aside, and be sure to give me your name and the day or days you can help out. If I don't get your name handed in to ACENET, you won't get in free. We also need some help setting up flyers that we are going to hand out about the Federation, at the faire, so if you want to help with this please give me a call. We sure could use your input and your help!!

So as we enter into the hottest time of the year, the Federation is trying to make this summer the HOTTEST yet!!! Great Demo's, Great Raffle Products, Great Disk of the Month, prizes, excitement, information, fun, friendship and much more! Come to the meeting and see how the Federation can make your summer SIZZLE!!!!!! Everyone should be warned to bring their own HotPads, and fans!!!

PROGRAMMING: LOW BUDGET

By: Mike Mustaine

After a few months of playing with my ST, I decided that no longer could I afford to spend the big bucks every time I wanted a new game or something to entertain me. I broke down

and decided to start programming.

I even had something I wanted to do: write the best version of Star Trek that had ever graced a computer screen. You all have seen the game before, where you have a galaxy of 64 (8x8) quadrants, which are divided in turn into 64 sectors each. You control a little Enterprise, which travels around this galaxy blasting kingons into oblivion. There are, in fact, two versions of this game already out for the ST. One, an Antic arcade classic series game, I decided against since it would not be able to be modified easily. The other, called strangely enough Star Trek, is more along the idea I had in mind.

However, having read Chris Crawford's ideas on user interfaces, I realized that the public domain version of Star Trek was not the most "user friendly" program I have seen. It is clumsy, for a user interface point, and does not seem want to present clear information to the player. The Antic version

uses the mouse, but I didn't feel like spending months trying to decode Antic's packed listing to determine the proper Gensys calls to use the mouse. I decided to use just the numeric keypad. This would limit the number of choices available to the user, while at the same time providing for quick enough response for just about anyone desperate enough to play a ST basic game.

You, the reader, may wonder just why I decided to go with ST Basic, considering I hacked it to bits in my first ST column and am not really impressed with it now. The reason is very simple: money. Or rather, the lack of it. I just don't have the money to go out and spend not only \$150-\$200 for C, I cannot afford to buy another disk drive to provide storage room to effectively develop programs.

So anyway, I started programming. I realized immediately that the ST editor would be practically worthless for entering large amounts of code. I use 1st Word instead. I could use ST Writer, but taking 1st Word out of the WP mode makes entering



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Basic programs as simple as typing them in. This also allows me to keep my Basic programs structured (despite claims that you cannot do so). I simply type in each procedure (or subroutine), and save it to disk. Going into Basic, I merge all of the procedures and debug from there.

After having started working seriously with ST Basic, I am ready to tell you what I think of it. Get me something else!!! Anything else! In fact I like ST Basic so much that not only am I looking at Logo (the other built-in freebie), I also downloaded a copy of XLISP.TTP and am considering it.

If anything, the more I work with ST Basic, the more I am tempted to go out and get just about any programming language on the market. Hopefully, Atari will release the new version of ST Basic (coming Real Soon Now) before I do something rash. If any of you out there are tempted to try Atari's software (A \$200 value, according to the 520 ST box), I have only one thing to say: Good Luck!

SECRETARIES REPORT

by: Chester Hadley

The June meeting was held June 1st 1987 with 22 members and 3 visitors present. Shirl opened the meeting at 7:03 with a report of the May ACENET meeting. Representatives from the nineteen member groups were present and received preliminary information about the Scot Computer Fair to be held in Glendale. Since our group was one of the last groups to join we are not at this time expected to bring in systems. However, if one of our members is interested in taking your system to Glendale please contact Shirl. Our primary function at the Fair will be to provide relief support for the vendors and other groups. People interested in working are asked to let Shirl know before or at the July meeting. Workers are

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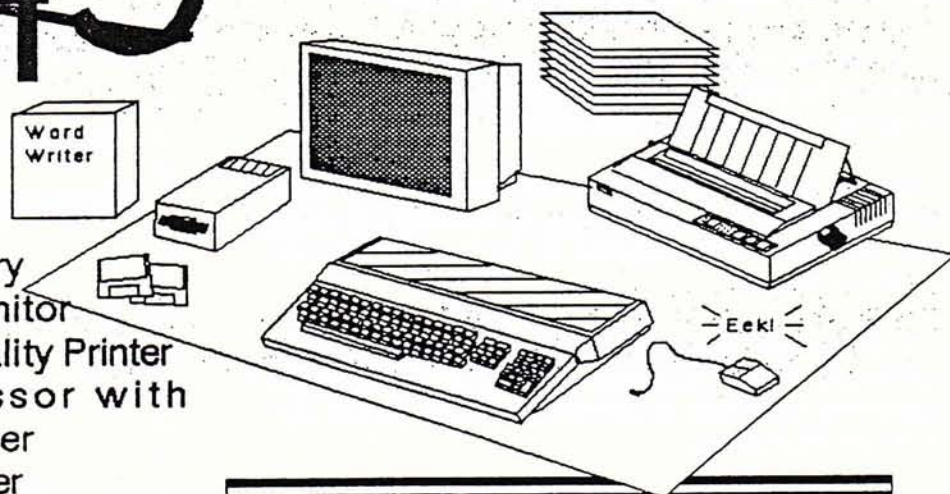
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expected to have free access to the Fair. Others can purchase advance tickets for \$3.00 or buy tickets at the door for \$4.00. Members or friends can help support our club by buying tickets through the Federation.

A special reminder. Our regular meeting for July will be on the second Monday, July 13, since the first Monday is the tail end of a Holiday weekend. There will be an Officers meeting at 6:00 on the 13th, so members are asked to remain outside until we are through.

This months disk of the month (DOM) contained games and demos on both sides and was available during the meeting.

Shirl announced that we have another new member through the mail, SSgt James Kushima. We need volunteers to assist our extended members and become their interface with the club. Find out about these new people and if you have the same system or other similar interests, become their friend. Herb Kanner found out that he and Helmut Troutman can communicate without Ma Bell and intends to correspond with Helmut.

Shirl reminded the members to save their postage and check the folders if they are interested in flyers from vendors. The club (Shirl) has received, requested and otherwise, flyers and advertisements. All of this material has been placed into one of three folders which can be checked out by the members. There is one folder for 8-bit only, one for ST only, and one which contains information for both.

The club has received "REAL BASIC" for the ST which is available for check out from the Library. If you would like to see this Basic, contact Phil Rominger.

Pam Duke received a letter from Broderbund Software, they informed her they have no intention, at this time, of making their new Holiday ICONS available for Atari. Maybe there are letters to be sent?

If you have any request for a format change to the meeting, Modification SIG, or a specific demonstration and missed the opportunity to add them to the list circulated, contact Shirl or any of the Officers.

Ralph Bocock has been considering a change to the cover page of the newsletter. Without knowing this, Phil Rominger created a new cover page and gave a copy for Shirl to show. If you did not see his work, take a look and give your input.

Bob Ribortone listed the members who are due to renew this month. We have quite a few members due this month. Please check your card or newsletter address label and renew, all of you are valued members.

Paul Alhart has presented us with a CHALLENGE. He has a strange disk with a title screen but if you look at the index of files in DOS, only DUP.SYS appears. Somewhere on the disk are clues to a phrase. The first eligible person to correctly quote the phrase to Paul will win \$40.00 in prizes. To be eligible you must first come to the July meeting, read the newsletter and be a registered owner of the July DOM. Equipment needed is an 8-bit machine and Basic.

Before the break Greg Kolby attempted his Assembly Language demo. After the break Chester Hadley attempted his Synfile + demo. Two of us have learned, if you are planning to do a demo you can do one of two things: 1) Bring in your own system or 2) Try the system present before the meeting. Both of us would like to thank the members for their patients and understanding.

Sharon Bracken won the DOM member attendance prize. Mike Mustaine selected "START" magazine with disk, and Larry Webb selected the "ATARI Joy Stick" as winners of the raffle.

Paul Alhart gave the final segment in his BASIC SIG. Thank you Paul for your efforts. Don't discard your notes because you may (will) be asked to repeat this interesting SIG in the future.

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LIBRARY NEWS!

By: John McCammon

The July '97 Disk of the Month contains:

<Side A:> A Label Program with 20 Fonts, that can use Icons.

<Side B:> The Atari Federation HACKERS CHALLENGE.

This Disk of the Month is a EXCELLENT one, with the Label program & 20 fonts on the front and the Hackers Challenge on the back, this disk is well worth \$1.00!!

There is also a new disk in the library, TURBO BASIC XL. Turbo Basic XL is a Public Domain version of Basic XL from O.S.S.(c). There might be a possibility for getting your own

copy if you bring a two-sided blank formatted disk.

Please help the club in our desperate fight for new PD material and reviewed disks.

Remember, stop by my table and check out a disk and write a brief description of each file on that disk. Every little bit helps.

The Atari Federation HACKERS CHALLENGE

The time is near. The HACKERS CHALLENGE is ready for you. Are you ready for The Challenge. Shirl tells me that the anti has been raised. You can now win \$40.00 in prizes, Instant Fame, Your picture in our internationally circulated news letter, and more.

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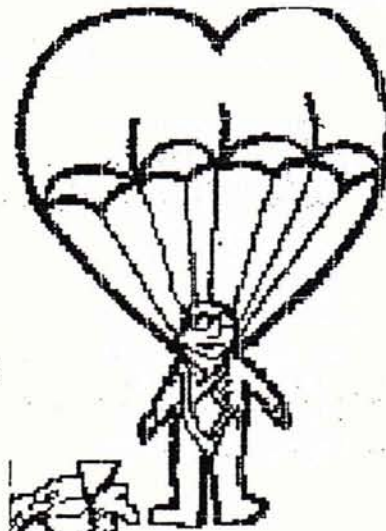
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Those at the June meeting had a glimpse of HACKERS CHALLENGE and I am happy to say that a lot of interest was shown. (Big prizes are such an incentive.) Shame on you if you weren't at the June meeting, but it's not too late. HACKERS CHALLENGE will be available for the First Time at our July meeting (July 13th). It will be on Side Two of The Disk of The Month, so bring a buck so you can be among the first to get started on your way to fame and fortune.

There is only one rule regarding HACKERS CHALLENGE. You must be a Registered Owner of the disk to be able to win. You will be registered when you purchase the disk at the meeting.

Here are a few facts about HACKERS CHALLENGE. The Challenge disk was Formatted with Atari DOS 2.0 and contains NO bad sectors. The disk will load and run on any 8-bit Atari computer using standard Atari BASIC. If your copy has a bad sector or will not automatically run the title screen when booted up, get a new copy from me or Shirl fast. Don't waste your time on this kind of problem, I have included enough other kinds of problems on this disk for you already. This disk does NOT write on itself and you should not write on it either.

Anything goes. You can use any hardware or software you want in your quest to overcome the Challenge, although you don't NEED anything but Atari BASIC, and a lot of Hack-sense. The Challenge is to find the SECRET MESSAGE that is on the disk. The first person to call me and correctly quote the SECRET MESSAGE is the winner. Simple huh??

Call for Paul 9AM till 3PM @ 736-4624
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Don't forget...July 13th...this could be your lucky day!!
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DUES DUE!?

by: M.A.C.E.

IF you haven't reNEWed your Atari Federation membership

yet, STOP POKEing around. PEEK in your wallet or checkbook for \$10.00, and RESTORE our faith in you by mailing your dues into the P.O. Box address, or by paying at the NEXT General Meeting. Please NOTE the date in the upper right hand corner of the mailing label; it is your membership expiration date. SAVE time and possible ERROR by reNEWing now. IF you have alREADY taken care of this POINT, THEN thanks a lot! BYE

(Reprinted from the M.A.C.E. Journal 01/87 & edited to fit our needs. SAD)

DEMO

by: Shirl Dellinger

Attention Music and ST fans! This months demo brings us the MIDI Music System on the ST computer. This Demo looks to be one of the best yet! Jim Wooding will be showing us what your computer can do for your love of music, and computers. For me to tell you all about this demo I would need the entire newsletter! So all I can tell you is if you miss this one your really going to hate yourself when your friends tell you how great a system the MIDI & the ST really is, so save yourself some heartache, and come to this months meeting.

The following people are to bring in software/hardware:

MIDI System - Jim Wooding

Complete ST System - Phil Rominger

8-Bit System - Shirl Dellinger

8-Bit Monitor - Bruce Franke

Please don't forget these items!!

TELECOMMUNICATION SIG OR
(The Spid3r Side Of Life)

by: Bruce Franke

Yes folks, we are again getting back to the Telecommunication SIG. Sorry that we didn't have the SIG last month, but you can't say the meeting didn't have alot of information!! Now on to business:

The SIG this month will consist of an on-line review of the Opus, Fido BBS System. We will have the printed help menu's for you on this system and we even have some print-outs from

The Reference Point BBS, which we reviewed last time. So be re to pick these up at the meeting.

If you have a modem and want to understand your local BBS's a little bit more, or if your thinking about getting a modem, you really should sit in on this SIG!

SYSOPS CORNER

By: John McCammon

Hello again, it's me, the Sysop who hasn't written an article about tele-communications in a LONG time.

After running BBBS from Antic, then AMIS from the MACE users group, I have found a BBS program that I can customize to my needs (WITHOUT a sector editor!!). The BBS Express! software by Keith Ledbetter is EXCELLENT. Since I have started running The Atari Outpost with BBS Express!, the only system crash I have had was from my co-sysop trying to access a non-existent device. The registered user won't have access to the Sysop menu so it won't crash if you can't get into that

menu and do something wrong.

There has been only a couple complaints on BBS Express!. One of the quirks about it is that your password is assigned and cannot be changed. Well, this is only partially true, I can change the password, but the number must stay in that position. The reason for this is that when a user logs onto the system, he/she is prompted for a password, if the password isn't in a particular format (which the system knows in advance), it will say INVALID PASSWORD/NAME without even accessing the disk to look.

As Bruce Franke said last month in his review of my BBS about not being able to set your own personal help-level, I also would like that option as would many users I am sure. The only solution I have is if you don't want to see the BIG MAIN MENU with the '?' command, I suggest using the '/' command. This command calls up a 'MINI-MENU', it is a lot shorter and each command is straight-forward and to the point.

I hope this information provided helps you in further use of The Atari Outpost BBS. (805) 735-8845 Call SOON!

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A-T-A-R-I

Answers, Tips, And Relevant Information
by Paul Alhart

I really tire of doing the same thing over and over again. After all, I have a computer to do that kind of thing for me, don't I? AtariWriter Plus is a pretty decent word processor but every time I load it up I have to go to the Global Menu and set the defaults the way "I" want them. I happen to like my margins different than ATARI does. If I want to do Double Column Condensed Printing, like for this News Letter, then it's back to the Global Menu to set the Font, Left Margin, Right Margin, 2nd Left Margin, 2nd Right Margin,.... Now what was the value to use for the 2nd Left Margin? Anyway, wouldn't it be nice to have them already programmed in? Well, (I bet you guessed) YOU CAN!! And you can have TWO (2) sets of YOUR defaults loaded in at the same time. What?? Two sets?? Yes, and here is how.

At the bottom of the Global Menu it says "Press TAB for defaults". There are already two sets of defaults. ATARI just chose to make them both the same. The first set loads in when the program is first booted up. The second set loads in when you press TAB from the Global Menu. The only catch is that they aren't the defaults WE want. So WE will just have to change them. That's exactly what the following Type In Program (AtariWriter+ Default Adjuster) allows you to do. And it will work on either the 48K or the 130XE versions.

I tried to keep the program as short as possible without using any "special" characters. As a result there are a few important precautions to follow.

1 Type it in carefully and save it to disk. Double check lines 700 to 730. Why not make an extra copy for the Club Library while you are at it.

2 Copy the file "AP.OBJ" from your AtariWriter+ disk to a freshly formatted (Single Density) (BLANK) disk.

3 Make another copy of AP.OBJ just to be safe.

4 RUN AtariWriter+ Default Adjuster and follow the prompts. You can enter any number from 0 to 255 for each default value, but AtariWriter+ is fussy. Page Wait for instance can only be a 0 or a 1, so enter with care.

5 Copy AP.OBJ back to your AtariWriter+ Disk. That's all there is to it. You now have two sets of defaults (of your choosing). One when AtariWriter+ first loads, and the other any time you press TAB from the Global Menu.

NOTE

AtariWriter+ uses a bad sector for it's Copy Protection. This sector is not "in" the AP.OBJ file, or any of the files for that matter. This allows you to copy the files back and forth without problem. Just don't Format your AtariWriter+ Disk. The bad sector is checked by the program and will not run without it.

If things go sour, just Copy that back up copy of AP.OBJ that you made in step 3 back to your AtariWriter+ Disk and you'll be back where you started.

Now, Can anyone tell me how to disable that awful bell without having to type "Control B" every time I load up AtariWriter+???

```

1 REM AtariWriter Plus
2 REM Default Adjuster
3 REM by Paul Alhart for
4 REM The Atari Federation
5 REM July 1987
6 REM
10 DIM A(55),B(27),A$(3):C=0:E=0
15 ? CHR$(125);"Place disk containing 'AP.OBJ':? "in Drive #1."
20 ? "Press RETURN when ready":INPUT A$
30 TRAP 1000:POKE 82,2:OPEN #1,12,0,"D:AP.OBJ":
NOTE#1,Q,W:Q=Q+79:W=W+56
40 IF C=2 THEN 1000
50 POINT #1,Q,W:B=0:FOR I=1 TO 4:GET #1,A:B=B+A:NEXT I
60 IF B<>262 THEN Q=Q+21:W=W+36:C=C+1:GOTO 40
70 FOR I=0 TO 55:GET #1,A:A(I)=A:NEXT I
80 ? CHR$(125);"CURRENT DEFAULTS":? :? "POWER UP",,"TAB
KEY":POSITION 2,4:C=0:GOSUB 500
90 C=C+32:POKE 82,22:POSITION 22,4:GOSUB 500
100 POKE 82,8: ? "Edit Write Quit":INPUT A$
110 IF A$(1,1)="Q" THEN END
120 IF A$(1,1)="W" AND E=1 THEN W=W+4:GOTO 700
130 POSITION 8,4:E=1
140 FOR I=0 TO 13:INPUT A$:A=VAL(A$):B(I)=A:NEXT I
150 POKE 82,28:POSITION 28,4
160 FOR I=14 TO 27:INPUT A$:A=VAL(A$):B(I)=A:NEXT I
170 GOTO 100
500 ? "B >--- ":A(C)
510 ? "D >--- ":A(C+2)
520 ? "G >--- ":A(C+5)
530 ? "I >--- ":A(C+7)
540 ? "J >--- ":A(C+8)
550 ? "L >--- ":A(C+10)
560 ? "M >--- ":A(C+11)
570 ? "N >--- ":A(C+12)
580 ? "O >--- ":A(C+15)
590 ? "R >--- ":A(C+16)
600 ? "S >--- ":A(C+17)
610 ? "T >--- ":A(C+18)
620 ? "W >--- ":A(C+21)
630 ? "Y >--- ":A(C+23)
640 RETURN
700 A(0)=B(0): A(2)=B(1): A(5)=B(2): A(7)=B(3): A(8)=B(4):
A(10)=B(5): A(11)=B(6)
710 A(12)=B(7): A(15)=B(8): A(16)=B(9): A(17)=B(10): A(18)=B(11):
A(21)=B(12): A(23)=B(13)
720 A(32)=B(14): A(34)=B(15): A(37)=B(16): A(39)=B(17):
A(40)=B(18): A(42)=B(19): A(43)=B(20)
730 A(44)=B(21): A(47)=B(22): A(48)=B(23): A(49)=B(24):
A(50)=B(25): A(53)=B(26): A(55)=B(27)
740 POINT #1,Q,W:FOR I=0 TO 55:A=A(I):PUT #1,A:NEXT I
750 CLOSE #1:GOTO 30
1000 ? CHR$(125);"NO CAN DO!":CLOSE #1: ? "ERROR #
":PEEK(195):END

```